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Programstartup

```
// Create Engagement Objects  
tEngagement model;  
...
```

```
// Set Attacker Parameters  
model.SetAttackerPosition(x,y,z)  
model.SetAttackerSpeed(v);  
model.SetAttackerHeading(psi,theta);  
...  
// Set model time step  
model.SetTimeStep(0.1);  
...  
// Run Engagement model  
while (result != FINISHED)  
{  
    result = model.Step();  
}
```

Fig. 10

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Programstartup

```
// Create Aircraft Objects
TAircraft redAircraft;
TAircraft blueAircraft;

// Create Missile Objects
TMissile redMissile;
TMissile blueMissile;
...

// Load Missile Data Files
redMissile.Load("red.mis")
blueMissile.Load("blue.mis")
...
```

```
// Run Simulation
while (result != FINISHED)
{
    // Propagate aircraft
    redAircraft.Propagate();
    blueAircraft.Propagate();

    // Propagate missiles
    if (redLaunched)
        redMissile.Propagate(blueAircraft);

    if (blueLaunched)
        blueMissile.Propagate(redAircraft);

    // Check simulation STOP logic
    result = Checkstop();
}
...
```

Fig. 11